



# The XM29

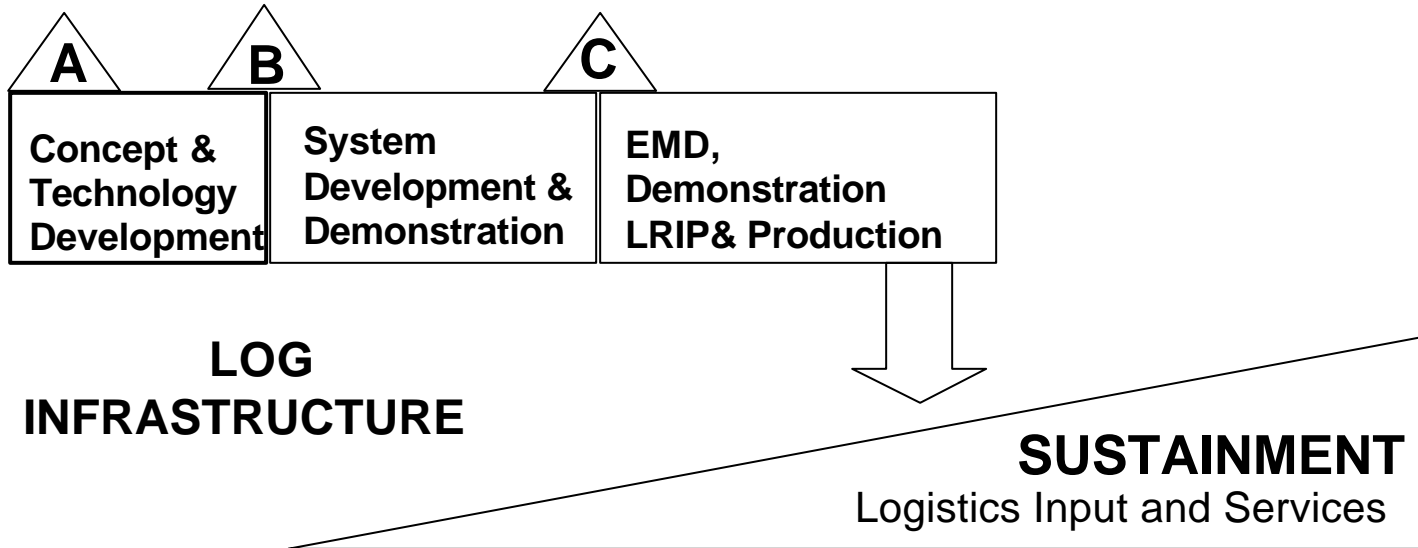
## “No Place to Hide”

**How OICW support costs were cut in half**  
**BEFORE there was a design.**

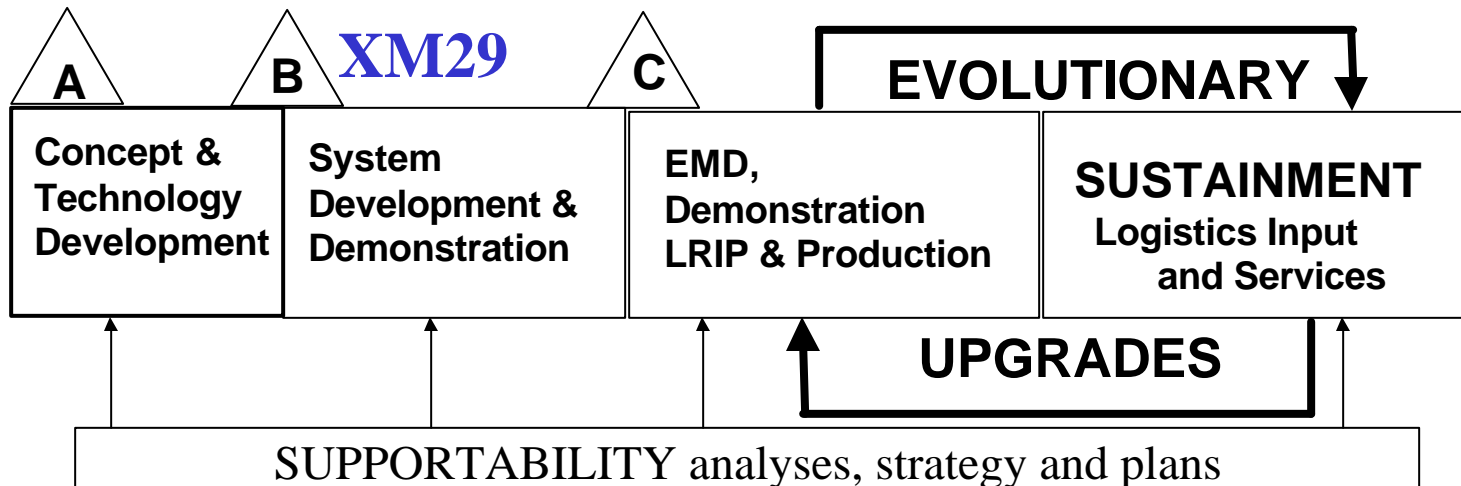
Objective Individual Combat Weapon – now called  
**RIFLE: integrated air burst weapon system, XM29**

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# TRADITIONAL Mindset



# IMPROVED Life Cycle Mindset



# OICW now XM29

## Three EARLY Architectures

#1



*Fully Integrated System  
(one housing)*

**LIGHTEST WEIGHT**  
*and met most ORD  
requirements.*

**KPP is WEIGHT**

#2A



*Integrated Weapon w/  
Separable TA/FCS*

**#2B** *Was SIMILAR  
except two separately  
functioning weapons.*

**Closest to the ORD.**

#3A



*HE Only with  
Attachable  
KE Pistol*



**#3B** *20MM  
Single Barrel  
System*

# Go Forward Plan as of Feb 01

- **Quantify architecture supportability factors**
- Introduce CAIV into architecture decisions
- Apply DFA/DFM to architecture alternatives
- Utilize architecture mock-ups etc. to integrate human factors:      Mock-up(s); SAST; Other
- Conduct independent assessment by “Selected Experts”  
                                 Architecture; Technology Assessment
- Establish specific in-process decision points leading  
                                 to down select of one (1) architecture

# **Innovative Tactics** #1 of 6

The CONCEPT of our task was changed. Instead of looking for the traditional one-design estimate, a number plus or minus . .

“How much will this cost?” we asked

**“Can we afford to support this?”**

Support cost range estimates will show if total costs are in your affordability ballpark.

## **Innovative Tactics** 2 & 3 of 6

- 2) Gathered **consensus data** when there was no cost or test data for the new system.
- 3) Used **ranges** of **likely reliabilities** when estimates were unreliable.

## **Innovative Tactics** #4 of 6

4) Ran standard level-of-repair analysis (LORA) to show **RELATIVE COSTS** for proposed architectures.

**Loaded the hold-constant data** by finding good numbers wherever possible.

**Got consensus** for all inputs – contractors and government.

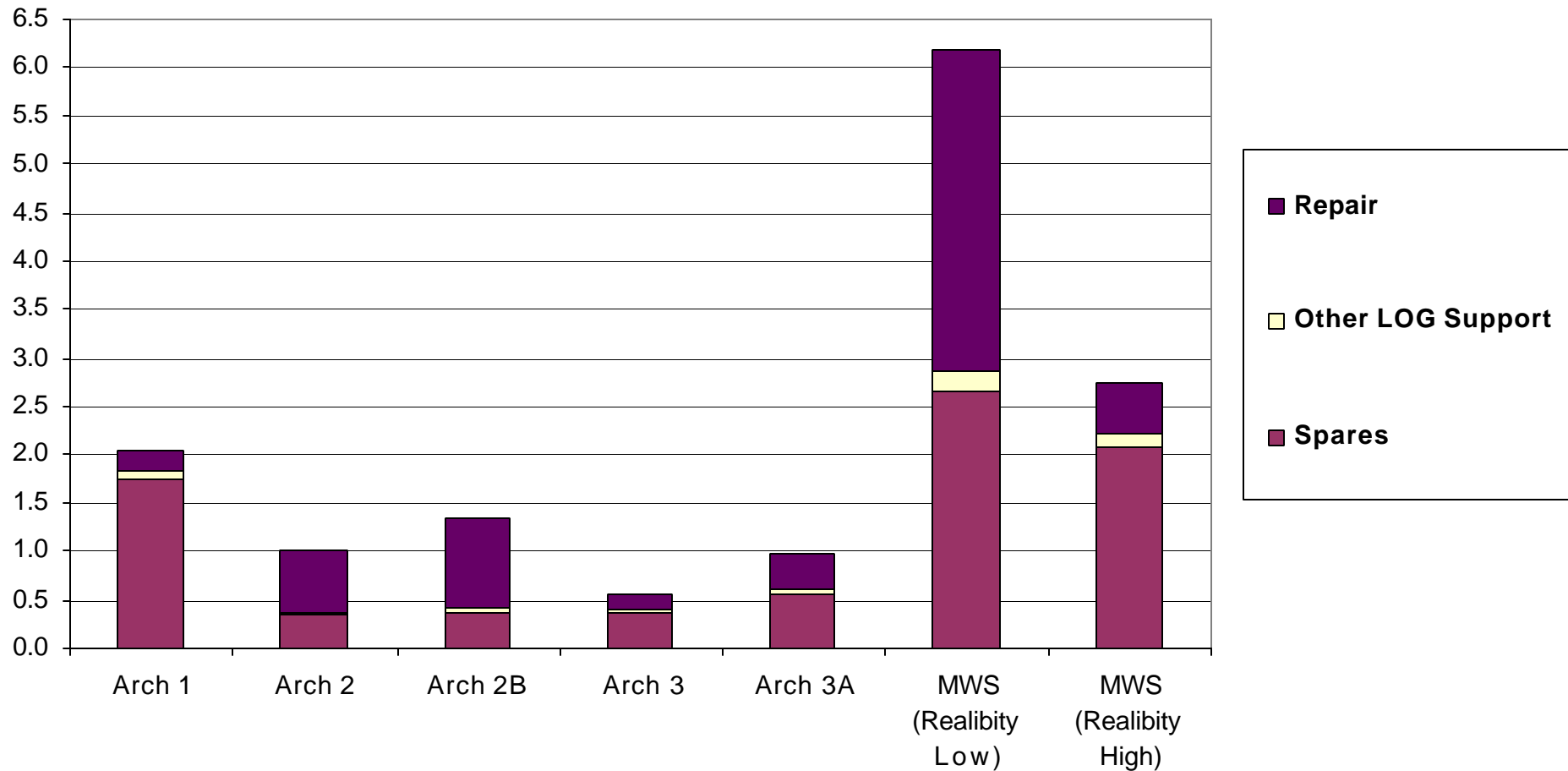
**Focused on variables.** (architecture differences)

## **Innovative Tactics 5 & 6 of 6**

- 5) Focused design engineer attention on higher reliability-improvement payoffs.
- 6) Got decision-maker attention by showing current systems compared to proposed.  
(we used worst and best guess reliabilities)



Normalized Maintenance Policy Cost (Peace Hours)



Architecture **2** = **1.0**    Architecture **1** = **2.0<sup>+</sup>** but lightest  
Architectures **1** (fully integrated) **3** + **3A** were eliminated.

Arch 3 not ORD    **2B** closest to the ORD    “**2B** or not **2B** ?”

Go forward selection = **2A**. Concept drawing only.  
Weapon integrated. Fire control separable.



# **Lessons Learned** #1 of 5

1) You CAN influence basic architecture choices BEFORE there is a design.

The analysis quantifies the RELATIVE cost-difference for decision making.

Is this useful for influencing make-or-buy, COTS choices, competing architectures or companies or countries??

## **Lessons Learned** 2 & 3 of 5

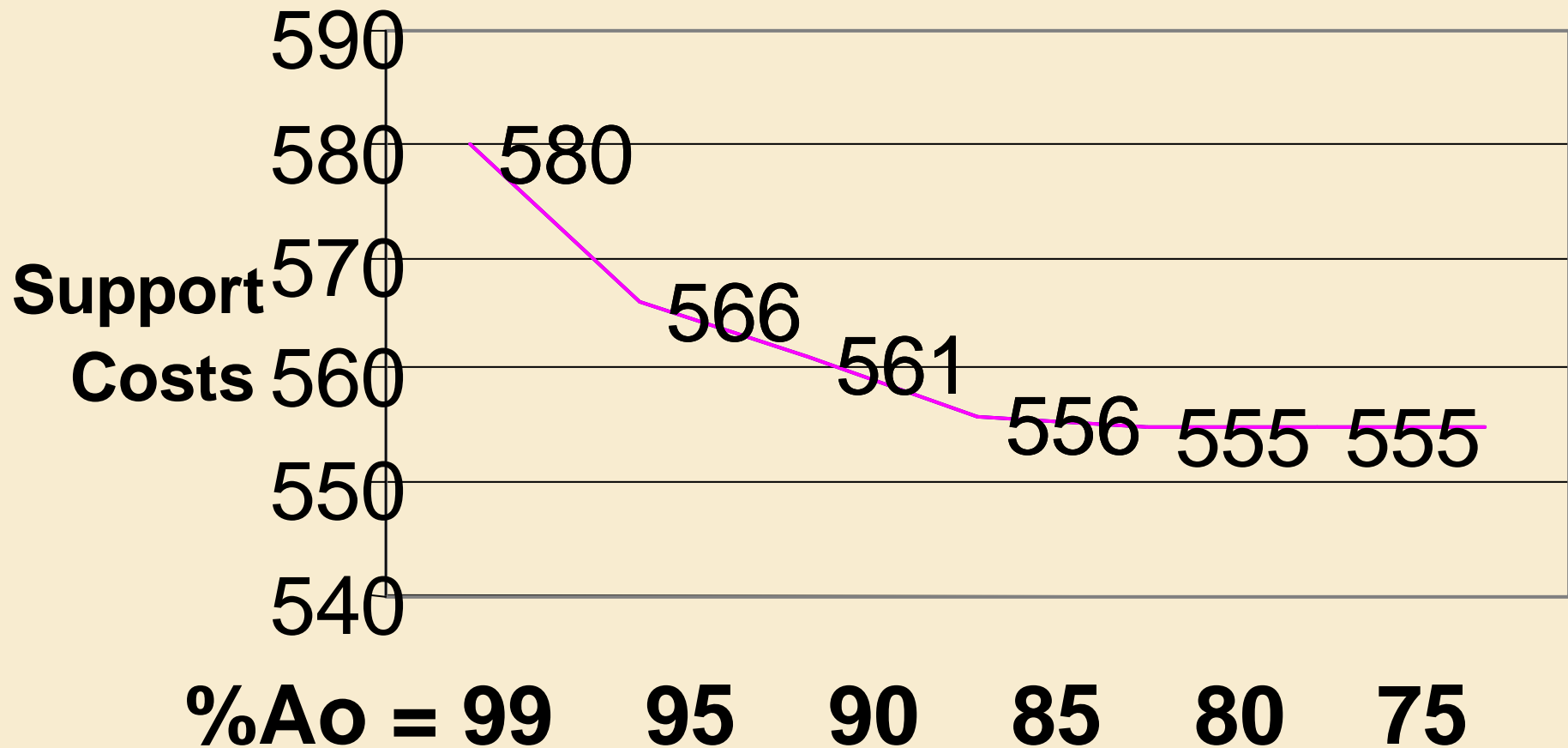
- 2) **Top management pays attention**  
when current system costs are  
compared to proposed new system.
- 3) The **CONTRACT** should specify early  
**LORA for architecture influence.**  
We suggested LOGSA's COMPASS.

## **Lessons Learned** 4 & 5 of 5

- 4) Someone has to be the software expert and also produce graphic summaries of results.
- 5) Loading the database is hard work.  
But the loaded data base is easily updated.  
The database is VERY useful later,  
for many other purposes.

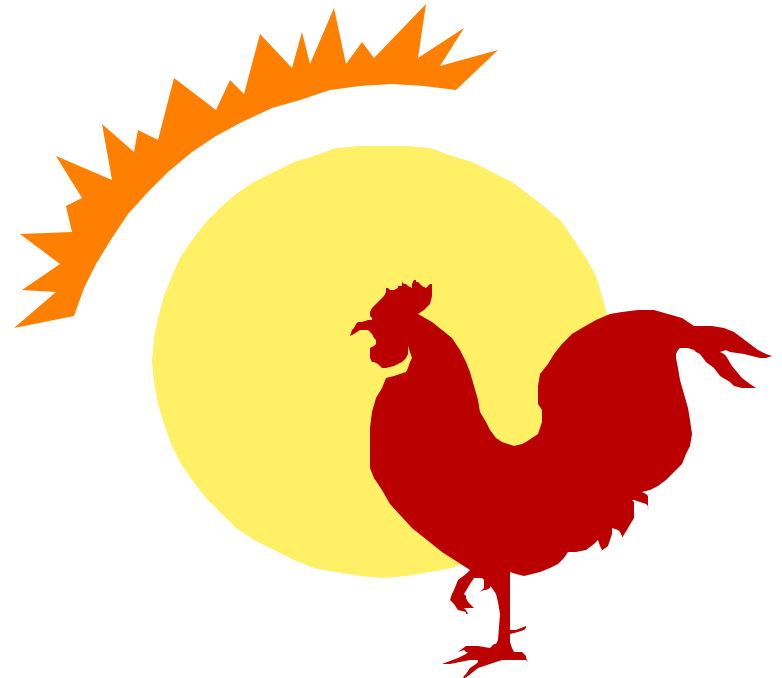
# Support Costs vs %Ao

(ONE day turnaround to get data.)



NOTE: These are OLD numbers. Relative differences OK.

RoosterLog™



<http://www.RoosterLog.com>

The EARLY Voice of Supportability.

CONCLUSION: favored architecture NOT affordable!